



WARHAMMER FANTASY BATTLE 2012 CLUB CHALLENGE RULES

The WPS rules promote a different style of play to that which you may be familiar with through playing at Games Workshop events and tournaments. The overriding objective when putting together this rules pack was that all players attending a WPS event should enjoy every game they play over the course of the event. To this end there are several mechanisms in place to restrict some of the more extreme armies that players may be tempted to bring. In addition many of the score reporting procedures have developed over the years to the point where we are pleased to say a WPS event more or less runs itself.

Venue Details

Maelstrom Games Ltd
Matlock Mill
Hamilton Way
Mansfield
Nottinghamshire
NG18 5BU

For directions to the venue, enter the postcode into www.multimap.com or a similar service.

Event Timetable

(Subject to alteration)

SATURDAY 26th May 2012

0830 - 0930 - Arrive and Registration
0930 - 0945 - Introduction and Announcements
0945 - 1215 - Game 1
1215 - 1315 - Lunch
1315 - 1545 - Game 2
1600 - 1830 - Game 3

SUNDAY 27th May 2012

0900 - 0915 - Arrive
0915 - 0930 - Announcements
0930 - 1200 - Game 4
1200 - 1300 - Lunch
1300 - 1530 - Game 5
1530 - 1630 - Compilation of Results
1630 - Awards Ceremony

Game Play

Players will compete in 5 games over two days, as shown in the Timetable of Events (above). The first two rounds will be pre-drawn. After this, the remaining rounds will be based on the Swiss System.

The mission, and deployment scenario, to be played for each game will be detailed on a sheet given to you when you register. There will be an even spread of missions/levels so bringing a balanced army is in your best interests.

Grudge Games

There are no grudge games allowed at the Club Challenge.

Trophies and Prizes

The following trophies and prizes will be awarded at the end of the event:

- 1st Place Overall
- 2nd Place Overall
- 3rd Place Overall
- Best Sportsman
- Best Painted



BEFORE THE EVENT

GENERAL RESTRICTIONS

1. Please read and familiarise yourself with the WPS Code of Conduct which should be used in conjunction with this rule set. It is available to download from the WPS web site <http://www.the-wps.com>.
2. There is a four week grace period before a WPS event. If there is a new formal release or rules modification within four weeks of a WPS event, then this release or rules modification will not be used. If released more than four weeks before the event, then this release or rules modification will be used. This includes all material published whether via printed media or via the internet.

PREPARATION

1. Read your rulebooks, supplements and other relevant material to refresh your memory before attending the event. Remember you may play against players who do not interpret the rules the same way as you do, so be prepared to compromise and accept the fact that you could be playing the rule incorrectly.
2. Remember, there is a sequence of play (and a chart is provided in the rulebook). Should you forget to do something - tough, it is your fault. Do not use the "puppy dog eyes" tactic and try to make your opponent feel guilty, this is unfair. Accept your mistake and get on with the game.
3. Don't forget that you need to bring all the relevant materials to play i.e. dice, tape measures, templates, codices etc.
4. You should ensure you have at least two legible copies of any required documents as specified in the event specific rule set (e.g. army roster). One copy is for judging and the others are for your use during the event. If you do not bring these you will incur a penalty score.

SECRET MISSIONS

In addition to the scenarios players will receive 5 secret mission cards at the start of the tournament. One of these cards must be used in each game (they may be used in any order) and each card can be used only once and must be handed in at the end of each round. If achieved the secret mission awards **300 bonus vps**. At the start of the game both players select their card but keep it hidden from each other than at the end of the game both players reveal which card they used

The Secret Missions are:

- ♣ Assassination: kill the enemies general.
- ♣ Battlefield Supremacy: Capture more table quarters than your opponent. A table quarter is considered captured if there are no (non fleeing) enemy units in a table quarter which contains your own (non fleeing) troops.
- ♣ Honour and Glory: You must kill more Special and Rare choices (2 for 1 choices you must kill both choices) of your opponents than they kill of yours.
- ♣ Breakthrough: You must have 300pts of your army in your opponent's deployment zone (over half the models in the unit must be entirely within the deployment zone to count)
- ♣ Hold Strategic points: You must have units within/on two key terrain features (defined as woods, buildings and hills) with no enemy units within/on that same feature (within/on defined as over half the models in the unit entirely within/on).

VICTORY POINTS

Victory points are worked out as per the Warhammer Rule Book with the following exceptions:

- ♣ You score half the victory points for any enemy unit that is below a quarter at the end of the battle
- ♣ You score half victory points for any enemy unit fleeing at the end of the game

Scores are worked out for 30pts for a win, 10pts for a draw and 0 for a loss. VP's will then be used as a tiebreaker.



ARMY RESTRICTIONS

All games will use Battle line.

- Magic:
 - Apart from Winds of Magic dice and Channelling an army may only add 2 Power Dice or Dispel Dice to its magic dice pool in each magic phase (apart from the exceptions below). Any dice added to the pool, regardless of source (generated, stolen, stored from previous magic phases, generated by magic items/abilities to boost spell casting before or after the casting attempt, produced by spells, lore abilities, and so on) count. Excess dice are simply discarded and cannot be used in any way (i.e. - they can't be stored). If a dice is stolen from the opponent's pool, but your army has already generated two extra dice, the dice is removed from the opponent's pool and then discarded. Any additional dice are lost and cannot be used. The controlling player chooses which dice are discarded if there is a need to distinguish.
 - Dice generated from being in proximity to a "Shard of the Herdstone" do not count as a "power dice" for the purpose of the dice cap.
 - Items that add "D3" power dice are allowed to exceed the dice cap and add the additional dice should the result of the dice roll grant three extra dice.
 - Night Goblin Mushroom D6 do not count as "power dice" as per their Army book.
 - Dark Elves may only use a max of 6 dice to cast a spell the same as everyone else. This overrides the rule in their book.
- Non warmachine shooting is limited to 90 shots per army - count the number of shots, not models.
So for example Dark Elf Warriors with repeater crossbows count as 2 shots. Ranked (non-skirmisher) infantry with missile weapons with a range of 12" or less are excluded from this restriction. (see note(i) for additional clarification)
- An army may not include more than 2 warmachines of the same type and no more than 5 in an army.
- No single non character unit in the army may be over 450 points
- Maximum of three units per army with the "fly" rule.
- The magic item "Fozzrik's Folding Fortress" may not be taken.
- No special or Named characters may be taken (including unit upgrades).
- Characters affected by the following spells that would instantly remove it from the table only take one wound (with no saves of any kind allowed) if it would normally benefit from a look out sir roll from being part of a unit: The Dwellers Below, Dreaded 13th, Infernal Gateway and Final Transmutation. This does not apply if you are a lone character outside of a unit.

Notes:

- i. Any model with a fixed maximum amount of shots (read: shooting attacks) counts that maximum towards the shot cap (i.e blowpipes = 2, RXB = 2, lifetaker = 3) but those with a random/variable number (treeman, razordon, Hail of doom arrow, flamers, etc) count as 1, excluding any ranked (non-skimirisher) infantry with missile weapons with a range of 12" or less from this as per this rulespack.
- ii. Units with that utilise a ranged template or attack (such salamanders) count as 1 shot. Units with the Breath weapon special rule do not count as a "shot".
- iii. Do not count the possibility of Tomb Kings being able to fire twice against this shot limit. (For example a Skeleton Bowmen counts as 1 shot, despite the possibly that with magic he could fire twice.)



RACE SPECIFIC RESTRICTIONS:

Lizardmen

- Salamanders 0 – 1 unit per army.
- Higher State of Consciousness and the Crown of Command may not be taken on the same model.
- Scar Veterans are 0 – 2 models per army.
- Skink Cohorts are 0 – 3 units per army. Cohorts containing Kroxigor do not count towards the cap.

Vampire Counts

- Max 3 units/characters with the Ethereal special rule
- Max 10 Hexwraiths per army
- Max 6 cairn wraiths per army
- Max 4 units with the 'fly' special rule. For clarity, this does not include units with the "hover".

Skaven

- Hell Pit Abominations and Warp Lighting Cannons are 0-1 unit selection per army.
- A Screaming Bell or Plague Furnace may only be placed in a unit containing no more than 50 models.
- Gutter Runners units are 0 – 2 per army.
- Warlock Engineers are 0 – 3 models per army.

Dark Elves

- The Pendant of Kaleth and the Crown of Command may not be taken on the same model.
- Shade units are Max16, 0-2 per army.
- Hydras 0 – 1 unit selections per army.

Empire

- Steam Tanks are 0 – 1 models per army (and for calcification these do not count as a warmachine for the composition cap)

Warriors of Chaos

- No further restrictions

Daemons of Chaos

- Flamers of Tzeentch 0 – 6 models per army.
- Daemons of Chaos infantry units may only be a maximum of 400 points per unit

Tomb Kings

- No further restrictions
- Only Skeleton Bowmen count towards the shot cap, all other "shots" in the army are excluded when calculating the army's total "shots"

High Elves

- No further restrictions
- High Elf armies may ignore the "same type" warmachine restriction

Ogres

- If the Hellheart is taken then a Dispel Scroll may not be taken in the army.

Bretonnians

- No further restrictions

Wood Elves

- No further restrictions



Orcs & Goblins

- No further restrictions

Beastmen

- If the “Shard of the Herdstone” is taken, you may not take a powerstone.

Chaos Dwarves

- Iron Daemons are 0 - 2 models per army

Dwarves

- No further restrictions

HOUSE RULES

1. For this event buildings may only be garrisoned by up to 15 infantry models (5 monstrous infantry). If a unit consisting of more than 15/5 models successfully assaults a building they cannot enter the building and are instead pushed 1 inch away as if the defenders did not break/or were wiped out. Please also note units once inside a building cannot increase in size above 15/5 models without leaving the building first. As a general rule it is impossible for more than 15/5 models to ever be garrisoned inside a building at any time.
2. All buildings count as 'impassable terrain that would in reality stand in the way of the shot' as far as cannons (of any type) are concerned. They will not bounce through them; they stop on the building and inflict hits upon anything garrisoning the building. You may not pick a point on a building as your initial point (under “Choosing a Target” p112)
3. Quick reforms into buildings will not be allowed.

ARMY LIST SUBMISSION

1. Players can make mistakes putting rosters together and as such we require that all lists are submitted prior to the event in order for them to be checked over thoroughly. Lists must be submitted prior to the event via email to the address given in the event specific rule set. In all instances, you will receive emailed confirmation of the legality (or any faults) of your list.
2. Lists must be submitted in either .doc, .txt, .xls or html/htm formats only. If you send an army builder text file, please take the time to format it legibly, or else you will receive a penalty for an illegible list. Army Builder files will not be accepted and you will be asked to re-submit.
3. The organiser may advise you to change the composition of your army to allow for a more fulfilling gaming experience for all gamers involved at the tournament.
4. Lists should be submitted to wfb@the-wps.com no later than Midday Saturday 5th May.

MODEL FIGURES IN YOUR ARMY

1. Where at all possible all models in the army should be WYSIWYG - what you see is what you get. At the umpires discretion non-WYSIWYG models may be removed from a players list – the player will be required to continue with his list “as is” for the remainder of the tournament.
2. Models must be fully painted and based.
3. Ensure you are using the correct miniatures to represent your models as far as you can.
4. Using non-official miniatures is acceptable providing they fit into the relevant Universe and you can tell what they are supposed to be.



5. If the miniature does not look appropriate, then it may not be used. Basically if it doesn't look like what it is meant to be, then don't bring it!



ON THE DAY

REGISTERING

1. When you arrive at the event you must register at the designated registration point. Please register as soon as possible as the event cannot begin until all players are registered.
2. You will be asked to confirm your name, army/race, and club.
3. You must provide the organizers with one legible copy of any required documents as specified in the event specific rule set (e.g. army roster). Ensure your name is clearly marked on these documents. If it is not, or the umpires cannot decipher your writing, then this will result in a penalty score.
4. You must use the same submission for all your games.
5. You will be allocated a table number where your first game will take place.

ODD NUMBERS OF PLAYERS

When running an event, it is difficult to guarantee an even number of players on the day. We will always endeavour to even up the numbers. Sometimes however, this is not possible and if there are an uneven number of players then the following will apply:

- We will ask for some one to drop out and help with the judging or what ever. That person (s) will receive a refund and get fed for free!
OR
- the bottom ranked player in each round (game play scores only), or a random player for the first round, will be asked to sit out and will receive an averaged score for game play and sportsmanship for that round. You will only ever miss one game (dependant on numbers).

THE GAME

Warm Up Period

Before the match commences there will be a five-minute 'warm-up' period. Tabletop miniature wargaming is not an exact science. One person's line of sight is another's blocked fire arc. Due to this you should spend five minutes going through any thing you can think of that needs discussing.

Here are some of the things you may want to discuss:

- Templates.
- What figures represent what?
- Anything else you can think of!

Note we are assuming that players will use some common sense here!

The Game

1. All games will last the normal number of turns or two and a half hours. Note this time includes set up, discussing each other's lists and any special rules.
2. Players playing particularly slowly or deliberately time wasting may receive a penalty score deduction.

Remember there is a sequence of play (see the rulebook). Should you forget to do something - tough, it is your fault. Do not use the "puppy dog eyes" tactic and try to make your opponent feel guilty, this is unfair. Accept your mistake and get on with the game.



END OF GAME TASKS

1. At the end of each game, players must report their scores. Fill in your game result/score on the result form. This form will contain the Game Result as well as both players Sportsmanship scores.
2. It is you and your opponent's responsibility to complete the results forms correctly.
3. Make sure you hand your results forms in for both game play and sportsmanship.

GAMING SCORES

Tournament Points (TP)

Scoring is a 30 point system. You can never score more than 30 pts in a game.
Victory points are worked out as per the Warhammer Rule Book with the following exceptions

- ♣ You score half the victory points for any enemy unit that is below a quarter at the end of the battle
- ♣ You score half victory points for any enemy unit fleeing at the end of the game

Scores are worked out for 30pts for a win, 10pts for a draw and 0 for a loss.
VP's are used as a tiebreaker.



SOFT SCORES

Painting – Overview

1. To be eligible for the painting prize you must have painted the models yourself. Models whose painter is present are eligible, even if someone else is playing them.
2. Please see Appendix 2 for the current WPS Painting Scoring System. This is the actual form you will leave out on display with your army for the judges to use. It should be fairly self-explanatory and will result in a score from 0-30 points being generated for painting.
3. Should you bring a team which is either unpainted or in a very poor condition you may receive 0 tournament points for painting. You may also be unable to win some of the main prizes.
4. During the lunchtimes on both days, players will be requested to leave their team set-up and any associated display items e.g. terrain (without their team roster, but with their names clearly shown on a piece of paper etc) so that everyone can select their favourite painted team and to allow painting judges to view and mark the player's teams.

Please ensure the painting scoring form in Appendix 2 is clearly visible when displaying your army complete with your name on it as well, otherwise you will not get any points and may be unable to win some of the main prizes.

Painting judges always strive to mark each army fairly, but in some instances it is difficult to tell where players have put extra effort into their army (for instance, small or subtle conversions can be missed). If your army contains details that you specifically want the judges to notice, please leave a note containing details next to your army.

Painting – Players Choice Voting

1. During the lunchtimes on both days, players will be requested to leave their models set-up with any associated display items (e.g. terrain) so that everyone can select their favourite.
2. Please ensure your name is clearly visible when displaying your team, otherwise you will not get any votes.
3. Players will be provided with a slip to vote for their best painted choice. View all the teams on display and make your choice before handing the slip in to the Umpires.
4. Players Choice voting slips must be handed in by the end of lunchtime on the second day.
5. Voting irregularities (e.g. voting for yourself, clearly poor armies getting a high number of votes, clubs voting for each other to the exclusion of all others, etc) will be investigated and may result in a penalty score.
6. Please note that if you do not wish to put your team up for display (if you feel no-one will vote for it, for example) then you are not obliged to do so.



SPORTSMANSHIP SCORES

1. Sportsmanship has always been promoted strongly at all WPS events. Please note that under this Sportsmanship system it is **expected** that everybody should receive a maximum score.
2. We are settling on a Q&A approach to this aspect of the tournament event. Suffice to say that whoever lifts the Best Sportsperson Trophy can feel very proud of themselves. This category is very important so please take it seriously when awarding your marks. Please see Appendix 3 for the current WPS Sportsmanship Scoring System.
3. A total of 30 points is available for Sportsmanship.
4. After each game you and your opponent will score each other for the Sportsmanship. This is done on a simple checklist which can be seen in Appendix 3. Please refer to the questions and answer them as honestly and as sportsmanlike as you are able by completing the Sportsmanship results form. Circle the result for each question on the form.
5. Each question is worth 2 points to your opponent's score. Each round you can therefore score a maximum of 10 points or a minimum of 0.
6. Discuss the scores with your opponent in a mature manner as required.
7. Note that players should not mark their opponents down just because they had umpire calls against them or they lost their game!
8. At the end of the event your highest and lowest scores will be discarded with the remaining scores totaled, then divided by the total number of points available and multiplied by 30. This will give every player a score from 0-30 over the course of the tournament.
9. Additionally, at the end of the last game you will be asked to nominate one of your opponents as being the Most Sporting. The player with the highest sportsmanship score will win the Best Sportsman award. The Most Sporting votes will be used to determine any tie breaks (as all players should get 30 pts any way so expect a tie break). Note that these votes are worth **no points** to anyone's score – they simply determine who gets the Sportsmanship trophy in the case of a tie on Sportsmanship points.



WINNING THE EVENT

1. Scores of 150 for Gaming and of 30 each for Painting and Sportsmanship add up to a grand total of 210 points available.
2. The overall winner will be the player with the highest grand total. In the event of a tie,
3. All marks for aspects, other than game results, will be added in after the last game has commenced. This will ensure the best players are always competing against one another.

SEEN ANY GLARING MISTAKES?

If you feel you have discovered a loophole in these rules which gives you an unfair advantage, don't do it i.e. don't use it to your advantage, tell us instead so we can amend the rules accordingly for future events. Hopefully we have not missed anything too obvious, but should you see any glaring errors, please advise the Tournament Organiser.



APPENDIX 1: Rules Changes

1. Keep in mind the general and race specific army restrictions in the rules pack.
2. For this event buildings may only be garrisoned by up to 15 infantry models (5 monstrous infantry). If a unit consisting of more than 15/5 models successfully assaults a building they cannot enter the building and are instead pushed 1 inch away as if the defenders did not break/or were wiped out. Please also note units once inside a building cannot increase in size above 15/5 models without leaving the building first. As a general rule it is impossible for more than 15/5 models to ever be garrisoned inside a building at any time.
3. All buildings count as 'impassable terrain that would in reality stand in the way of the shot' as far as cannons (of any type) are concerned. They will not bounce through them; they stop on the building and inflict hits upon anything garrisoning the building. You may not pick a point on a building as your initial point (under "Choosing a Target" p112)
4. Quick reforms into buildings will not be allowed.



APPENDIX 2: Painting Scoresheet

PART A: This section is to be filled out by you, the player.

Your Name (very important):		
Q1: Is every single model in the army painted?	Yes	No
Q2: Did you paint all of the army yourself?	Yes	No

If you answer 'No' to Q1, then you will score 0pts for painting. If you answer 'No' to Q2, then you can score a maximum of 20pts for painting.

After filling out Part A (only!), please leave this Painting Checklist out with your army when requested to do so and Judges will mark you army.

PART B: This section is to be filled out by the judges - not you!

Point	Judge 1	Judge 2	Points given for
+20			Painted and Based. All models are painted to a minimum of 3 colours, and all bases are painted and textured and based.
+2			Cohesiveness. Is there a unified scheme across the whole team i.e. does it look like a team. Note for some teams it is perfectly acceptable to have a hodgepodge appearance and yet still look like a team.
+2			Markings. Appropriate team markings have been applied (numbers and/or markings). Where this is not appropriate, effort has been made to distinguish between player types.
+2			Details. A consistent attempt has been made to detail the models in the team e.g. claws, teeth, eyes painted.
+2			High Quality. The team is excellently painted and is an excellent example of its type. Attention to detail is evident in the painting and modelling. Advanced painting techniques like blending, layering or freehand (for example) are evident.
+2			WOW! The team has the magical Wow! Factor that makes it stand out from the crowd. Only a handful of teams at the tournament should get this mark.
			Judge's Signature:
			Judge's Signature:
			AVERAGE SCORE:



APPENDIX 3 WPS SPORTSMANSHIP SCORING QUESTIONNAIRE

This is a straightforward questionnaire with yes or no answers only.

1. *Would you play your opponent again?*
2. *Were ALL rules disputes agreed in an amicable way? (If there were no rules disputes, then please answer YES to this question)*
3. *Was the pace of the game satisfactory to you? (Don't forget that game pace can be too fast and too slow)*
4. *In your opinion as a player, did your opponent play a fair game adhering to the rules and therefore your opponent abused no rules? (This encompasses anything from fast dice rolling, elastic tape measures to bespoke scenery being made and used by your opponent).*
5. *Did you enjoy playing your opponent's army?*